**SOLUTION**

class Solution {

public:

bool checkStraightLine(vector<vector<int>>& coordinates) {

float slope=line(coordinates[0],coordinates[1]);

for(int i=2;i<coordinates.size();i++){

float m=line(coordinates[i],coordinates[0]);

if(m!=slope)

return false;

}

return true;

}

float line(vector<int>& p1, vector<int>& p2){

if(p1[0]==p2[0])

return 100000;

else

return (float)(p2[1]-p1[1])/(p2[0]-p1[0]);

}

};

**TIME COMPLEXITY= O(N)**

**SPACE COMPLEXITY= O(1)**